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**TIGER** ELECTRONICS  
INC. <sup>TM</sup>

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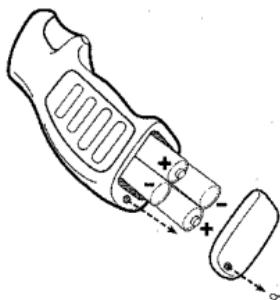
To ensure proper function:

- a) Do not point a blaster at anyone.
- b) **DELUXE SPORT PACK  
INSTRUCTIONS**

## GETTING STARTED

### STEP 1: BATTERY INSTALLATION

To install batteries, use a Phillips head screwdriver to open the battery door.



Insert 4 x 1.5V "AA"/"UM-3"/"LR6" batteries (or equivalent) making sure to align the "+" and "-" as shown. Tiger recommends DURACELL® Batteries for optimum performance.

#### TIGER RECOMMENDS



To ensure proper function:

- Do not mix new & old batteries.
- Do not mix alkaline, standard or rechargeable batteries.

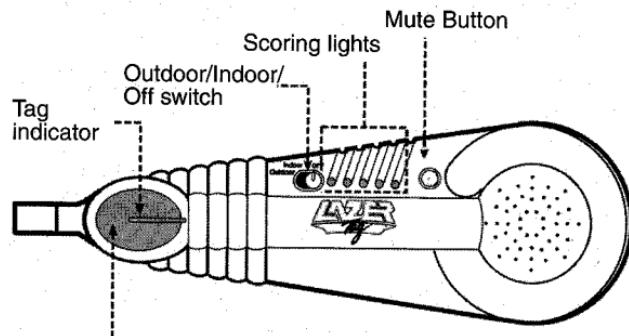
- c) Battery installation should be done by an adult.
- d) Non-rechargeable batteries are not to be recharged.
- e) Rechargeable batteries are to be removed from the toy before being charged (If removable).
- f) Rechargeable batteries are only to be charged under adult supervision (If removable).
- g) Only batteries of the same or equivalent type as recommended are to be used.
- h) Batteries are to be inserted with the correct polarity.
- i) Exhausted batteries are to be removed from the toy.
- j) The supply terminals are not to be short circuited.

## **STEP 2: USING YOUR LAZER TAG™ UNIT**

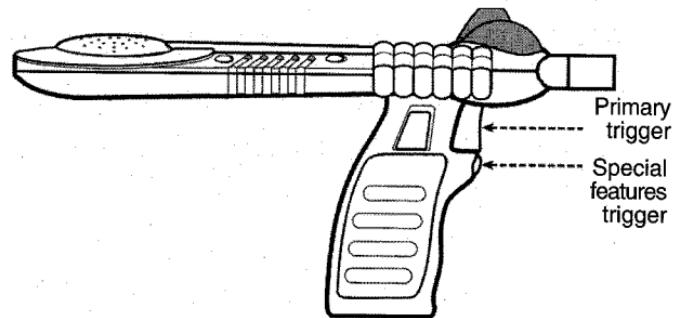
Your Lazer Tag™ Striker has been designed with performance and features to ensure exciting action-packed games.

### **LAZER TAG™ STRIKER**

#### **SLEEK, SMOOTH DESIGN FOR EASY HANDLING**



Integrated 360 degree laser sensor  
(can detect a hit from 360 degrees)



- 1) To turn your unit on, slide the INDOOR/OUTDOOR switch to the desired position.
- 2) For OUTDOOR play, use the OUTDOOR position for MAXIMUM range.
- 3) For INDOOR play, use the INDOOR position for MAXIMUM control and accuracy.
- 4) There are two triggers on the handle of the unit.
  - a. The main trigger activates the laser strike.
  - b. The secondary trigger activates the special features.
- 5) To emit a single laser strike, press and release the main trigger once.
- 6) To emit a rapid continuous burst, press and hold the main trigger.

**NOTE:** The rapid/continuous burst may only be used for 4 seconds at a time. After 4 seconds, the unit will only be able to emit a single burst for 10 seconds.

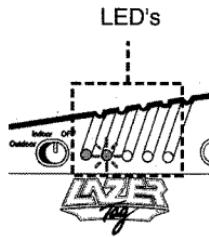
- 7) For STEALTH, press the MUTE button to silence the status beeping sounds.

### **STEP 3: RULES FOR TWO PERSON AND TEAM PLAY**

- 1) The object of the game is to tag out your opponents before you are tagged out. The last person not tagged out is the winner!
- 2) All players must turn their Lazer Tag™ unit on to begin the game. Players should not turn their unit off and on during the game.
- 3) Players cannot shield the dome of the laser sensor with their hand, clothing or any other object.
- 4) When a player has received 10 tags the player is out and cannot continue with the game.

## **STEP 4: SCORING**

- 1) Scoring for the game is indicated by the 5 red LED's on the top of the unit.
- 2) During normal play, the LED's will flash sequentially.
- 3) When a player is "tagged" for the first time, the LED nearest the player's elbow will flash constantly



- 4) The second tag changes this LED to a solid ON.
- 5) The third tag changes the second LED to flashing.
- 6) The fourth tag changes the second LED to solid on
- 7) The game continues this way until 10 tags then the unit will indicate a game over and the LED's will turn off.

**\*\*\*NOTE:** Once a player has been tagged 10 times, the unit will not function until it is turned off and then on again. If the player does not turn the unit off, it will beep periodically until it is turned off.

## **STEP 5: SPECIAL FEATURES**

- 1) ***SUPER STRIKE***<sup>TM</sup>: The ***SUPER STRIKE***<sup>TM</sup> is a single burst with the power of 10 regular bursts.

To activate ***SUPER STRIKE***<sup>TM</sup> the player must press the regular trigger and the special feature trigger at the same time.

\*\*\*\*\***Game tip:** A player may only use ***SUPER STRIKE***<sup>TM</sup> once during a game so make sure it is used wisely. If ***SUPER STRIKE***<sup>TM</sup> misses, it may not be used again.

- 2) ***FORCE FIELD***<sup>TM</sup>: The ***FORCE FIELD***<sup>TM</sup> allows a player to "block" a laser burst and avoid a "tag"

To activate ***FORCE FIELD***<sup>TM</sup> the player presses the special feature trigger.

The ***FORCE FIELD***<sup>TM</sup> is activated for 3 seconds.

The ***FORCE FIELD***<sup>TM</sup> may only be used 3 times during a game.

- 3) ***MUTE BUTTON***: The ***MUTE BUTTON*** may be used for STEALTH attacks.

To activate the MUTE BUTTON, press the switch. Now the Status Beeping is silenced and a player may proceed with STEALTH attacks.

## **STEP 6: GAMES FOR TWO PERSONS**

With two players, you are ready to play Lazer Tag™! The most simple version of Lazer Tag™ is to try to tag your opponent 10 times before he gets you.

Aim your Lazer Tag™ at your opponent's unit. If your aim is good and the laser burst connects with the red dome of the laser target you'll tag your opponent!

### **TEAM PLAY:**

Lazer Tag™ is really fun for teams! The possibilities for team play are endless! You are limited only by your imagination.

**FREE FOR ALL** - The object of the game is to "tag out" all the players on the opposite team before they tag your players out. There are no physical boundaries to the game and no time limit.

**THE BOX** - Similar to Free For All, the object of the game is to "tag out" all opposing players before they tag your team out. Since The Box is played within

boundaries, it's up to you to set them, perhaps a playing field or an area in your backyard. It's a fast paced game given that there's nowhere to hide.

**TIME OUT** - The object of this game is to score as many points as possible during a set amount of time. Each hit that an opponent receives counts for one point. The Lazer Tag™ unit will only count to 10 points, so no player can have more than 10 points scored against him. Play for 15 minutes and see how many points you and your teammates can score!

## **STEP 7: DEFECT OR DAMAGE**

If a part of your product is damaged or something has been left out, DO NOT RETURN THE PRODUCT TO THE STORE. The store doesn't have replacement parts. instead, write to us at:

**TIGER ELECTRONICS, INC. REPAIR DEPT.**  
980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your product, product's model number, and tell us briefly what the problem is. Also, include sales slip, date, place of purchase, price paid, and your return address, we will do our best to help.

#### **90-DAY LIMITED WARRANTY**

Tiger Electronics, Inc. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a

service fee of U.S.\$15.00 for each Lazer Tag™ unit sent. Payments must be by check or money order payable to Tiger Electronics, Inc.

**The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.**

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.  
980 Woodlands Parkway  
Vernon Hills, Illinois 60061 U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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